

New Weapons

Archaic Pistols

Colt 10mm Delta Elite: This pistol was patented after the 20th century U.S. Government model Colt .45. It holds 8 rounds and has a longer effective range than the .45.

Cost: 250
Damage: 4d6
Range: 120 m
Speed: 300 m/sec
Ammo: 9mm
Shots: 8
CL: 3
-Cost: 35 for 100 bullets

Archaic Rifles

X-19 12-Guage Mossberge Assault Rifle: This weapon is unique in that the shell contains 40 to 50 flechette darts that are released simultaneously as the weapon is fired. These darts literally tear their target to shreds at close range. This weapon only does partial damage to armored targets.

Cost: 600
Damage: 8d6 (4d6 to armored)
Range: 20 m
Speed: 150 m/sec
Ammo: 12-Guage Flechette Shells
Shots: 8
CL: 4
-Cost: 30 for 50 shots

Archaic Explosives

Anti-Personnel Mine: This is a manually laid cast iron and steel case weighing 5 kilograms and filled with 1.1 kilograms of TNT. Activated by tripwire or pressure of more than 5 kilograms, it is spring released to a height of 1 meter in the air where it detonates. At detonation it bursts to produce lethal fragmentation within 10 meters and wounding fragments up to 75 meters.

Cost: 100
Damage: 3d6 X 10 (within 10 m), 6d6(up to 75 m)
Range: N/A
Speed: 200 m/sec (fragment speed)
Blast Radius: 10/75 m
CL: 3

Anti-Tank Mine: This weapon consists of a plastic container weighing 15 kilograms and filled with 7 kilograms of high explosives and a pressure activated fuse.

Cost: 150
Damage: 6d6 X 10
Range: N/A
Speed: 200 m/sec (fragment speed)
Blast Radius: 15 m
CL: 3

Claymore Mine: Weighing 2 kilograms, this mine consists of a rectangular case of polystyrene and fiberglass curved outwards to cover a forward front of 60 degrees. It contains 1 kg of C-4 high-explosives behind a plastic filler in which 700 steel shards are embedded. A hand held device connected to the mine by a cable as long as 50 meters detonates this mine. When the mine

explodes, it launches hundreds of steel shards out to a range of 35 meters.

Cost: 95

Damage: 3d6 X 10

Range: N/A

Speed: N/A

Blast Radius: 35 m

CL: 3

Archaic Heavy Weapons

Missile Pod: This is a sophisticated missile launching system based on a model used in the 20th century. It holds six missiles, and any can be fired in any combination (in any number) or all at once. Reloading takes one full round per missile and the cost of this pod includes six AX-250 HEAT missiles. This weapon must be mounted on a tri-pod, vehicle, or attached to an object weighing more than 500 kg.

Cost: 2,000

Damage: See below

Range: See below

Speed: See below

Ammo: See below

Shots: 6

Wt: 100 kg

CL: 5

- TOW High Explosive Missile

Damage: 10d6 X 10

Range: 10 km

Speed: MACH 1.5

Blast Radius: 25 m

Cost: 1000 for a case of 5

- Sidewinder Missile

Damage: 6d6 X 10

Range: 6 km

Speed: MACH 2.1

Blast Radius: 10 m

Cost: 500 for a case of 5

- AX-250 HEAT Missile

Damage: 3d6 X 10

Range: 4 km

Speed: MACH 1.2

Blast Radius: 15 m

Cost: 200 for a case of 5

Modern (Standard) Rifles

S-7 Sniper Rifle: This modern sniping weapon is based on the 20th century M-21, but has several distinct advantages. First, it uses special ammunition that consists of bioplastic bullets equipped with micro-rockets. The micro-rockets increase the weapon's effective range and improve its accuracy. Second, the rifle has a built-in telescopic scope that contains a computer system that automatically adjusts for distance, temperature, wind, and even target movement. As the weapon is fired, the coordinates of the target are transmitted instantly from the scope to the micro-rocket system in the bullet. This provides the character with a significant bonus to their probability roll. No other scopes can be used with this weapon.

Cost: 1,500

Bonus: +6

Damage: 8d6

Range: 1,500 m

Speed: 600 m/s

Ammo: 9mm bioplastic hollow point w/ micro-rocket stabilizers

Shots: 20

CL: 6

Bioplastic Bullets

200 for 50 shots

Modern (Standard) Heavy Weapons

High Voltage Disrupter Cable: This weapon launches a cable that attaches to a target, presumably a vehicle or large computer system, with powerful magnets. After impact a large burst of electrical energy travels down through the cable to the target. This blast will disrupt most electrical components and does the equivalent of Severe Electrical Damage (see the *Combat* book under “Special Damage Situations” for more details). This weapon must be fired from a tripod or be mounted on an object weighing at least 500 kg. Only one charge can be delivered per cable and a new cable is needed every time (each one has a self-contained power source).

Cost: 2,000

Damage: Severe Electrical Damage - see the *Combat* book under “Special Damage Situations”

Range: 200 m

Speed: 150 m/sec

Ammo: Disrupter Cable

Shots: 10 per cable

CL: 6

- Disrupter Cable
50 per cable

Heavy-Duty Grappling Cable Launcher:

This is a high-powered launching system that propels a large (1 m long, 10 cm diameter) magnite missile with incredible power. The missile can penetrate 8 cm of steel from 200 meters. Once in contact with an object, large spikes eject, and an extremely strong magnetic field is generated. Together the spikes and magnetic field form a very strong link between the target and the launcher. The cable can then be retracted at a rate of 5 m/sec. The cable has 500 SP, 50 AP and can be retracted with a strength equivalent to

25 if properly secured to an object weighing at least twice that of the target. It can be launched from a tripod but would not be able to retract with any force.

Cost: 2,000

Damage: 6d6 x 2

Range: 250 meters

Speed: 150 m/sec

Ammo: Grapple Cables

Shots: Unlimited until broken or snapped

CL: 4

- Grapple Cable
300 per cable

Modern (Energy) Melee

Energy Whip: At first glance, this weapon will simply look like a small leather-bound cylinder. When activated, a whip-shaped force field is emitted from the handle. Energy is released along the force field with each successful strike that causes damage and has the potential to entangle the target. Once a target is entangled they must make their Resistance Roll in subsequent rounds (once per round) to escape the whip. While entangled they will be unable to use their weapons (torso or arm), move (leg), or see (head) – the result will vary depending on the area hit.

Cost: 600

Damage: 4d6 + Entangle

Length: 4 m

Weight: .5 kg

Parry: 16 (handle)

Ammo: Energy clip

Energy Use: 2 per hit

CL: 5

Resistance Roll vs Strength: 14 (Entangle)

Modern (Energy) Pistols

Repulse Pistol: This weapon is popular with the Planetary Guard in situations where crowd control gets out of hand. Unlike a Stun Pistol, which renders the target unconscious, this weapon emits a directional anti-gravity pulse that “pushes” the target with significant force. In effect, it is the same as a punch delivered by an individual with a Strength of 14. Not only will it cause damage, but also it will push a target a distance of 10 meters and knock them off their feet if a Resistance Roll is failed.

Cost: 600

Damage: 3d6 + 1d6 if Push is successful

Range: 100 m

Speed: 1,000 m/s

Ammo: Energy clip

Energy Use: 2

CL: 6

Resistance Roll vs Strength: 14 (Push)

Modern (Energy) Rifles

Energy Sniper Rifle: The Energy Sniper Rifle was developed by the UTF military for use in standard covert operations. It has seen very little action since the majority of the conflict with the Stadarians has unfolded on a relatively large scale. Replicas of this rifle were quickly available on the black market but are difficult to find. In essence, it is simply a lighter and more compact version of the Laser Rifle with an improved focusing chamber to allow for better accuracy. In addition, the laser pulse that this weapon emits is not visible (unlike the Laser Rifle), and is of course silent when firing. These modifications make it a more effective sniping weapon. Normal scopes can be used with this rifle.

Cost: 3,000

Bonus: +1

Damage: 9d6

Range: 2,000 m

Speed: Light

Ammo: Any

Energy Use: 5

CL: 6